```
Audio::Scene
     + ~Scene()
     + getName()
     + add()
     + remove()
     + getListener()
     # Scene()
  Audio::SimpleScene
+ SimpleScene()
+ ~SimpleScene()
+ add()
+ remove()
+ getListener()
+ notifySourcePlaying()
+ getActiveSources()
+ getActiveSourcesEnd()
# attach()
# detach()
```